

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

### IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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Thank you for purchasing *Disney Sports Skateboarding* for your Game Boy® Advance. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

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Come along on a wild ride with Mickey and his pals, including Donald, Goofy, and Minnie, as they attempt some of the most outrageous stunts ever imagined on a skateboard.

# BISIE BUILDING

#### Movement Controls

Switch (change direction)

Character Movement

Pause Game



Attack Big Bad Pete

Crouch/Jump (Ollie)

Grind



\*For a detailed description of skateboarding controls, see Character Controls on p. 21.

#### Menu Controls

Highlight Items



Select Items/Move to Next Screen

Cancel/Return to Previous Screen

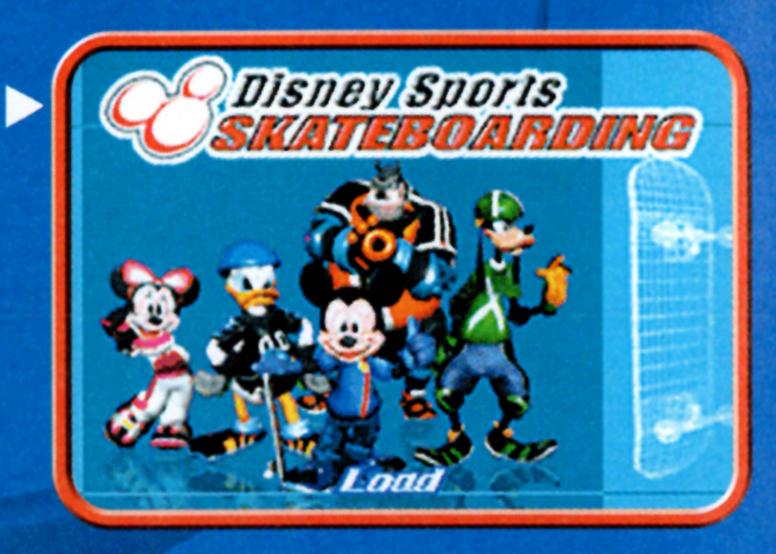


### STABING THE GUNE



■ 1. To begin a game, press START when you see the Disney Sports Skateboarding title screen.

2. Press the up and down arrows on the Control Pad to highlight NEW GAME, or LOAD (continues a previously saved game) and press the A Button to confirm your selection.





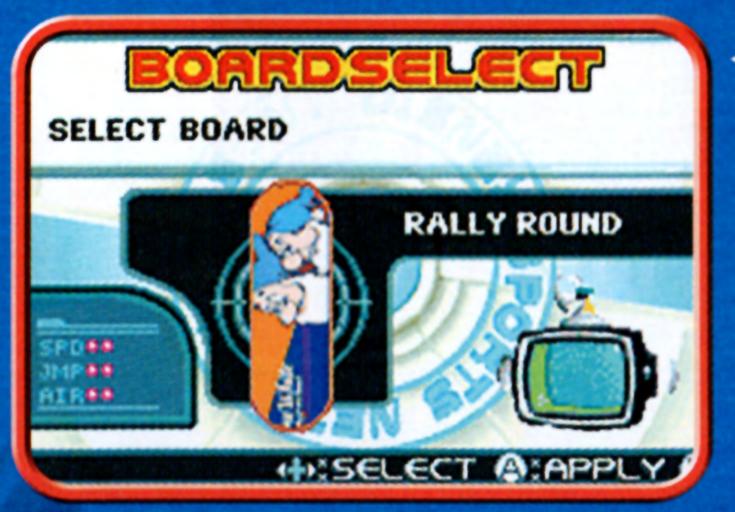


■ 3. Press the up and down arrows on the Control Pad to highlight the game mode you would like to play. (see Game Modes on p. 9) Press the A Button to confirm your selection.

4. Select a character from among Mickey and his pals. To select a character, press the right and left arrows on the Control Pad to scroll through the available characters, then press the A Button to make your choice. Each character possesses different skills which are indicated in the lower left corner of the screen (see Characters on p. 15; Skill Parameters on p. 17).







■ 5. Choose from a variety of board styles. To select a board, press the right and left arrows on the Control Pad to scroll through the available designs, then press the A Button to make your choice. Each board enhances your character's skills in different ways. This is indicated in the lower left corner of the screen (see Board Parameters on p. 18).

6. Select a stage to show off your skills. Only one is available at first. The others must be earned. Press the right and left arrows on the Control Pad to scroll through the available stages, then press the A Button to enter your selection (see Stages on p. 19).

7. Depending on the mode selected, you are prompted to select a level of difficulty or time

limit on the stage select screen. In Trick Battle Mode you must select EASY, NORMAL or HARD and in Free Skate Mode you must select 180, 300, or unlimited seconds. In the other modes you will proceed directly to the stage. Press the right and left arrows on the Control Pad to select difficulty and time options, then press the A Button and get ready to stomp!





# BINE MODES

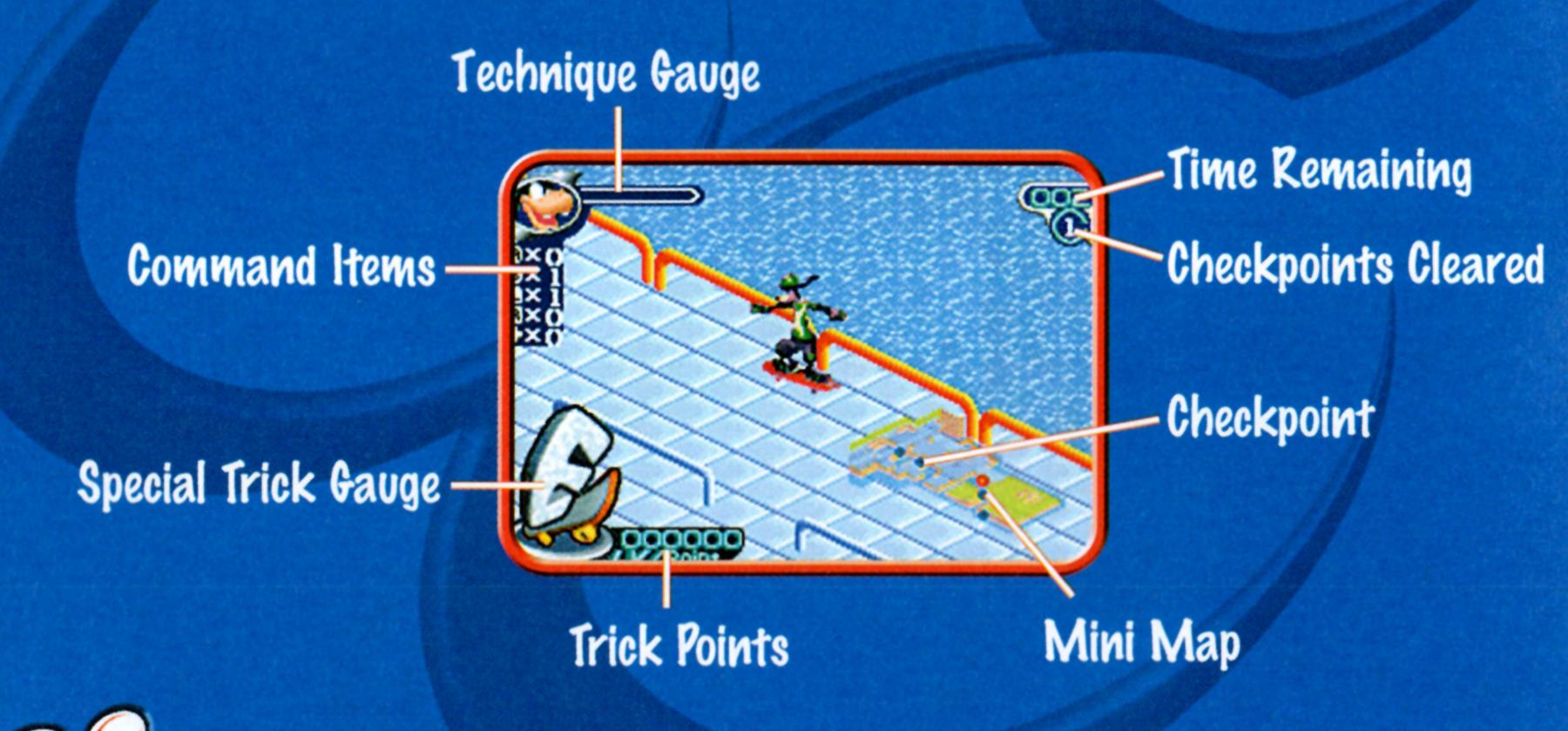


Disney Sports Skateboarding is all about maximum fun with maximum variety. There's more than one way to ride a board, so check out all four modes and really put your talents to the test.



### Trick Attack

This level has it all. Attack the course, avoid (or take down) Big Bad Pete, build your trick points, and clear checkpoints, all within a set time limit! Raise the level on the Technique Gauge (see next page), and clear all five checkpoints in the stage within the allotted time.





Special Trick Gauge

See if you can make an A grade by pumping up your point total with special tricks. Special tricks must be earned by first perfecting your technique with ordinary tricks (see Special Tricks on p. 22).

Time Remaining

Don't lose track of time, the clock is constantly ticking!

Mini-Map.

Check this display to see your location on the stage (red dot) and the location of the checkpoints (blue dots).

Checkpoints Cleared

Each stage has five checkpoints. This number shows how many you've completed.

Checkpoint

There are five checkpoints on every stage indicated by Mickey ears. Pick them all up to move on.

#### Trick Points

Rack up big points with your hottest moves. Be careful, if you fall you will lose points.

Technique Gauge

Indicates how well you are performing your tricks. Max out this meter to earn the right to perform special tricks (see Special Tricks on p. 22).

#### Command Items

Items are scattered around every stage and must be collected to perform special tricks. This chart shows what you have collected. Special tricks are awarded at the end of a stage.

Note: Many of these items appear on screen while playing other modes.



### Crowd Jam

Score the biggest and best tricks you can manage within a given time limit. Select a stage and perform moves within the time limit. The spectators are the judges in this mode. Only the best score earned is saved for each character.



#### Crowd Meter

Pump up the crowd by mixing up the tricks in your run. This Meter shows the crowd's enthusiasm to your performance.

#### Hints:

- Throwing the same trick over and over again will decrease the level on the Crowd Meter. Try to have some variety in the run to keep the audience's attention!
- Attempt to break the record by stomping tricks within the time limit.





#### ▼ Free Skate

Practice on any stage you choose with or without time limits. This is the best way to perfect your signature tricks. Time limits are set for 180 seconds, 300 seconds, or unlimited when you select a stage.

### Time Attack >

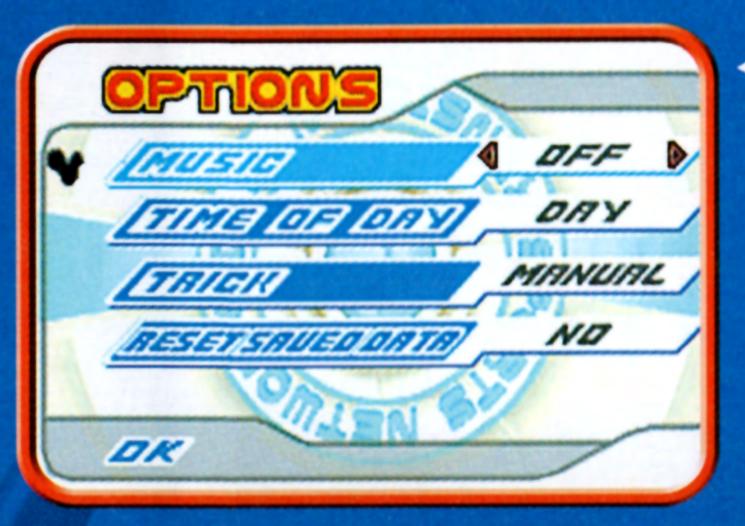
The clock is ticking! You're on a timed course with five checkpoints to collect as quickly as possible. Tricks count here as well, so mix it up as you move along. One fall could end it all. Pick up all five checkpoints and set a speed record!



#### Timer

This is your stopwatch in Time Attack mode. Try not to pay too much attention to it though. The pressure may be too great.





### ■ Options

Change the game settings suit your unique style.

#### Music

Turns the music on or off.

#### Time of Day

Make your runs during the day, at dusk or at night.

#### Trick

Get some assistance with tricks during your runs. Select YES to make your character execute tricks randomly when the L and R Buttons are held down together.

#### Reset Saved Pata

Each character's statistics are saved in the different modes. Select YES under this option to clear all saved statistics.

Press the up and down arrows on the Control Pad to highlight any option, then press the right and left arrows on the Control Pad to change the option. Press the A Button to confirm your selections, then press the A Button again to save the changes. Press the B Button to cancel your changes and return to the previous menu.

# CHARACTERS

Meet some of the Disney characters who have been working hard at becoming the best skaters on the streets.



#### ■ Mickey Mouse

Abilities: Mickey is a very well balanced, all-around skater.

Distinguishing Features: He is stable in every way, although he gets 'rattled' by Pete more than the others do.

#### Minnie Mouse >

Abilities: Minnie has a high AIR aptitude owing to her lighter physique.

Distinguishing Features: She is extremely technique-oriented, and noticeably excels in aerial tricks.







#### ■ Ponald Puck

Abilities: Donald, of course being Donald, has a high SPEED aptitude.

Distinguishing Features: He is great at finding shortcuts with his rapid movements and quick footwork.

#### Goofy >

Abilities: Contrary to what you'd think when looking at him, Goofy does have some athletic ability with his high JUMP aptitude.

Distinguishing Features: Thanks to his high vertical leap, he can handle many trick combinations while in the air.







#### ■ Big Bad Pete

Big Bad Pete is always trying to stop everyone from having a good time. You have two options when it comes to dealing with him: either attack Big Bad Pete or run away. His only goal is to make sure you don't succeed.

### Skill Parameters

Mickey, Donald, Goofy, and Minnie all possess different skateboarding skills that are represented in the lower left corner of the character selection screen.

SPP (Speed) Speed on landing

JMP (Jump) Ollie skill

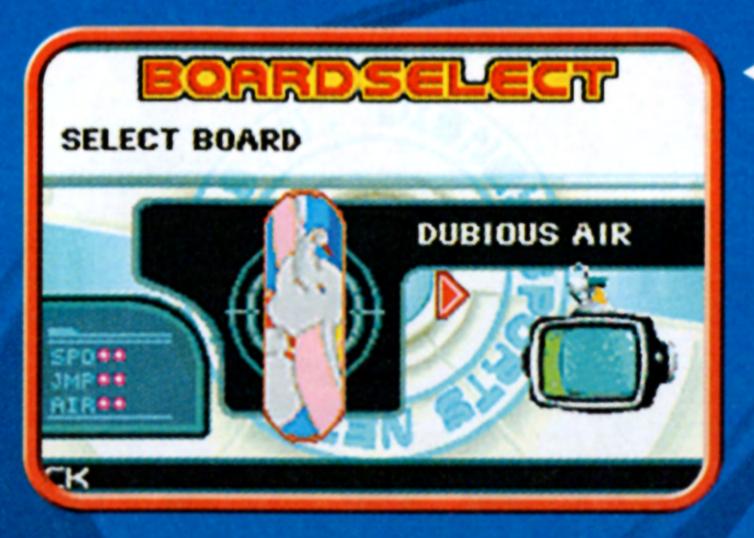
AIR Ability to remain airborne over ramps

LND (Landing) Smoothness of touchdown

SPN (Spin) Number of revolutions per trick



# BOURD PUBLISHERS



■ The different board designs come with their own set of features to complement the different characters. Only two boards are available when you first start a game but you can unlock others as you progress.

SPD Speed

JMP Jump

AIR Ability to remain airborne over ramps





# STIBLES

Only the Tutorial and the Hillsbank Palisades stages are available when you first start a game. Work hard and you can unlock other stages as you progress through the game. You never know where the different stages will take you; work hard and you might find yourself in outer space!



#### **Tutorial**

This is a great place to learn some of the basic moves of the game. Watch and learn as a character demonstrates some of the basic moves for you to try. There are six lessons total. If you don't pass one of the lessons, you must repeat it.



#### Hillsbank Palisades

The Hillsbank Palisades offers a little bit of everything: ramps, rails, open areas, as well as some tight spots. Keep your eyes open for some natural green areas that make the going a little rough.

# 



Press START any time you need a break during the game to display the Pause Screen.

RETRY

QUIT

CONTINUE Continue from where you left off

Start over from the beginning of the level





# CHARACTER CONTROLS

#### On the Ground

Control Pad → → and ↑ Character Movement

Control Pad ↓

Brake

Control Pad

Manual

A Button (Held down)

Crouch

A Button (Released)

Jump (Ollie)

B Button

Lip Slide or Grind

R Button

Attack Big Bad Pete

L Button

Switch Stance (change which foot forward)

#### In the Air

L Button + A Button

R Button + A Button

L Button + B Button

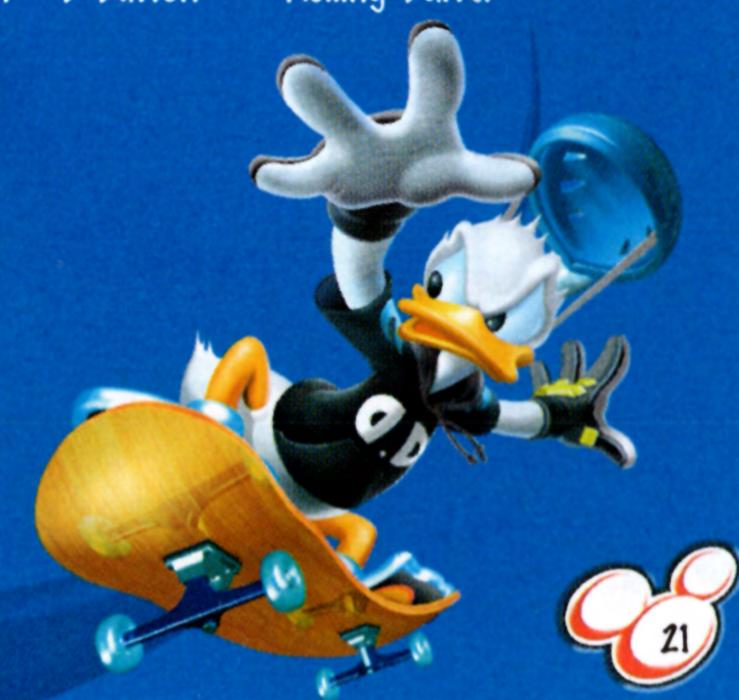
R Button + B Button

Popcorn

Rolling Barrel

Popcorn

Rolling Barrel



#### Special Tricks

Perform ordinary tricks throughout the game to increase the level on the Trick Gauge. Once the Trick Gauge reaches FULL, you can do a Special Trick.

Trick Name	Command
Super Ollie	A Button + ↓↑
Super Air	A Button + ↓↑↑
Tornado	← ↓ → A+R Buttons
Rocket Push	L+R Buttons
180	→ +A+R Buttons → → →
Dance Spin	↓ ↑ A+R Buttons
Lightning	+ A+R Buttons
Summer Dolphin	← → A+B Buttons, L Button, R Button
Magic Grind	↑ → ↓ A+B Buttons
Rainbow	→ → B Button, A Button, B Button, A Button



### SKATEBOARDING TERMINOLOGY

If you're going to walk the walk, you have to talk the talk. Here are some common skateboarding terms to help you along.

Air Aerial moves.

**Deck** The wooden body of the skateboard.

Flip Make the board rotate with the feet.

Goofy Stance Place the right foot in front facing

the direction of movement.

Grab Hold the board and "pose" during an

aerial trick.

Grind Glide along a rail on the trucks of a

skateboard

Manual Lift either the tail or the nose off the

ground while cruising.

Ollie Make the skateboard jump by kicking

down its tail and bringing up the deck.

Regular Stance Place the left foot in front facing the

direction of movement.

Slide Glide along a rail on the belly of a

skateboard deck.

Stance The way you stand on the skateboard.

**Stomp** Successfully execute a trick.

Switch Stance Opposite stance from what you

are used to.

Tail The back end of the skateboard.

Trick Cool stuff you can do with your board.

Wheel The wheels under the skateboard.



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Mickey, Minnie, Donald and the rest of their pals square off in your favorite sports! Take part in the fun of team sports including, football, basketball and soccer, or enjoy extreme trick-style sports like skateboarding, snowboarding and motocross.

6 Great Sports • 6 Great Games

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